PROGRAMME.

FRIDAY.

Time.	John Stripe Theatre.	2nd Programme	Workshop.
7-00 PM.	Opening Ceremony.		

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8-00 PM.	Back in the Gutter.		

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9-00 PM.		Were Turkeys from Hell.	

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10-00 PM.	*Film.* The Tin Drum.	Recent Books.	

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11-00 PM.	The Tin Drum. Cont.	Comics Quiz.	Filking .

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Midnight.	The Tin Drum. Cont.	Beer Tasting. (in Music Room)

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SATURDAY.

9-00 AM.	*Film.* The Phantom Tollbooth.	Non Competitive Games.

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10-00 AM.	Phantom Tollbooth Cont.	Time Machine Assasin.

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11-30 AM.		Geoff Ryman Speech.

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SATURDAY CONT.

Time.	John Stripe Theatre.	2nd Programme.	Workshop.
1-00 PM.	Topics in SF.		Food Tasting. (in Music Room)

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2-00 PM	Topics in SF Cont.	Auction.	

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3-00 PM.		Auction Cont.	

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4-00 PM.	The Patrick Tilley Interview.		

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5-00 PM.	Mikes Mammoth Quiz.		

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6-00 PM.			Far. Isles. (in Winton Room).

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7-00 PM.		Death of the Short Novel.	Far Isles Cont.

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8-00 PM.		Gene Wolfe "Thing".	

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9-00 PM.			Scenario Design.

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10-00 PM.	*Film.* The Witches of Eastwick.		

SUNDAY.

Time	John Stripe Theatre.	2nd Programme.	Workshop.
9-00 AM.	*Film.* The Last Wave.		

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10-00 AM.	The Last Wave. Cont.		Opera and SF.

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11-00 AM.	Michael De Larrabeiti in Conversation.		

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Noon.			Enjoyable Adventures.

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1-00 PM.		The Trouble With Triples.	Enjoyable Adventures. Cont.

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2-00 PM.	Censorship.		

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3-00 PM.		Business Meeting.	

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4-00 PM.		Bidding Session / Closing Ceremony.	

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PROGRAMME HIGHLIGHTS.

Friday.

Opening Ceremony. Meet the committee and guests. Complete with the spectacular Wincon light show.

Back In The Gutter. SF has gone from being something carried home in a plain brown wrapper to having its own section in bookshops. Has quality grown with respectability or has the spirit been taken out? Patrick Tilley, Ken Slater, Jeff Suter & Ric Cooper investigate.

Were Turkeys From Hell. Marcus Streets in a light hearted talk on the unexpected side effects of games.

Recent Books. John Dallman, Valerie Housden & James Steel take a critical look at some recent books.

Filking Workshop. An introduction to the "venerable" tradition of SF singing for new comers. From midnight the serious Filking gets underway.

Beer Tasting. Only those contributing beer will gain entrance to this event. What will be the favourite brew of the con?

Saturday.

Non Competetive Games. Jane Carnall leads this introductory workshop.

Time Machine Assasin. 4 authors of dubious merit beg the assasin to go back in his time machine and prevent them from inflicting their literary horrors on an unsuspecting world. The audience decides which authors get a merciful early release and which poor wretch will be spared the assasins gun.

**** Guest Item. The Geoff Ryman Speech. ***.* On a subject so secret that not even the committee knows what he is going to talk about. Expect the unexpected.

Topics In SF. Asimov, Campbell & Ellison speak! An opportunity to see and discuss three short films on aspects of its beginnings to the New Wave. With John Bark and Nik Morton.

Food Tasting. After the judging comes your chance to sample the entries. Portions will be sold with the proceeds going to Water Aid, a charity providing fresh, clean water supplies to third world communities.

**** Guest Item. The Patrick Tilley Interview. ***.* Patrick Tilley talks to Nik Morton about his careers as graphic designer, screenwriter and novelist.

Mikes Mammoth Quiz. The whole convention gets the chance to enter this giant elimination quiz. Choose your subject, answer the question correctly and stay in the game. Get it wrong and you join the audience.

Death Of The Short Novel. Back in the 60's SF books were 120 pages long. The 4th volume of the "Foundation" saga was longer than the first three put together. Now the trilogy would seem to be the norm. Is this a new freedom of expression or is it a publishers plot to separate you from your income? Michael De Larrabeiti, Patrick Tilley, Jeff Suter and John Richards discuss the matter.

Far Isles. Phil Nansen and Elvie demonstrate the range of activities of historical re-enactment societies: especially the research and the craftsmanship which goes into their costumes and weapons.

Scenario Design. The secrets of designing intelligent and taxing scenarios for RPGs and perhaps even getting them published are revealed by Marcus Rowland.

Gene Wolfe "Thing". Ivan Towlson controls the "speaking object" in this discussion of the creator of "The Book Of The New Sun". A chance for every one to participate.

Sunday.

Opera and SF. Speculative and Fantastic ideas frequently provide the foundation for modern opera. Paul Dormer provides an introduction and plays selections of serious SF inspired music.

*** *Guest Item. Michael De Larrabeiti In Conversation.* *** Diana Wynne Jones and Michael De Larrabeiti talk about Borribles, Moving Castles, Travels in Provence , writing for children ... or anything else that takes their fancy.

Enjoyable Adventures. The art of running RPGs to encourage roleplaying rather than "hack and slay". Stretch your players without the constant sound of tumbling dice.

The Trouble With Triples. Tim Illingworth is the question master for this quiz.

Censorship. Michael De Larrabeiti, Rev Ian Charlton and a representative from the National Viewers and Listeners Association discuss censorship and the media. Can the right of free speech become a license to corrupt? John Richards moderates the discussion.

Note Members are requested not to smoke in any of the programme areas.
Food and drink must not be taken into the Winton Room.
The Dealers Room and displays are in the John Stripe building.